



Antonio Troise

3D Generalist

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Skills

- 3D Character Rigging
- Weight Painting
- Hex Editing
- Communication
- Organization
- Python
- Reverse Engineering

Software

- Blender
- 3DS Max
- Adobe Photoshop
- Adobe Premiere Pro
- O10 Editor
- IDA

Languages

- Italian - Native
- English - Advanced

Interests

Videogames
Reading
Collecting Game Merch

Professional Experience

Freelance Character Artist

07/2020 - Present

Worked on wide variety of assets to contribute rigging, weight painting, textures and animations for modding or professional projects

3D Artist, Rigger, Animator

Tealkat Games | 05/2022 - 12/2023

Contributed assets such as 3D models, rigs, animations, textures

Localization QA

Aspyr Media | 05/2024 - 09/2024

Contributed fixed Italian localization text

Personal Projects

Modding (Over 100 projects)

03/2020 - Present

Developed and contributed to a wide variety of modding projects

Programming

03/2021 - Present

Developed various plugins for 3D software to export models to custom formats

SLMPP

2024

A game designed and built with Tomb Raider Level Editor

Education

Istituto d'istruzione Secondaria Superiore (High School Diploma)

Giancarlo Siani, Casalnuovo di Napoli

[code.org](#) - 20 Hours of Code Completed

Giancarlo Siani, Casalnuovo di Napoli